

IN THE CLAIMS

Please amend the claims as follows.

For the Examiner's convenience, a list of all claims is included below.

1. (Currently Amended) A method of managing power in a graphics controller, comprising:
receiving a change indication related to a system power supply;
adjusting a first clock;
adjusting through a voltage regulator, [[the]] a graphics controller power supply voltage level in response to the receiving of the change indication related to the system power supply;
and
informing by the graphics controller a BIOS with an indication of a change related to the system power supply, wherein the informing includes requesting a set of one or more available clock rates.
2. (Canceled)
3. (Currently Amended) The method of claim [[2]] 1 further comprising:
receiving the set of one or more available clock rates;
checking a state of the graphics controller;
choosing a desired clock rate from the set of available clock rates;
adjusting a second clock to conform to the desired clock rate; and wherein:
adjusting the first clock comprises reducing a rate of the first clock; and
adjusting the graphics controller power supply voltage level comprises reducing the graphics controller power supply voltage level.

4. (Previously Presented) The method of claim 3 further comprising:
disabling a CLUT.
5. (Previously Presented) The method of claim 4 wherein:
disabling the CLUT responsive to checking the state of the graphics controller.
6. (Previously Presented) The method of claim 5 further comprising
notifying a system to reduce brightness of a display.
7. (Previously Presented) The method of claim 6 wherein
notifying the system comprises notifying a chipset directly.
8. (Previously Presented) The method of claim 1 wherein
the graphics controller power supply voltage level is associated with a graphics controller
power supply internal to the graphics controller.
9. (Currently Amended) The method of claim [[2]] 1 wherein
the graphics controller power supply voltage level is associated with a graphics controller
power supply external to the graphics controller, and adjusting the graphics controller power
supply voltage level includes programming the graphics controller power supply with a signal.
10. (Previously Presented) The method of claim 1 wherein
adjusting the first clock comprises increasing a rate of the first clock; and

adjusting the graphics controller power supply voltage level comprises increasing the graphics controller power supply voltage level.

11. (Currently Amended) The method of claim 10 further comprising increasing a clock rate of ~~[[a]]~~ the second clock.
12. (Previously Presented) The method of claim 11 further comprising enabling a CLUT.
13. (Previously Presented) The method of claim 1 further comprising detecting a change related to a system power supply.
14. (Previously Presented) The method of claim 13 further comprising installing a software routine in a system containing the graphics controller, the software routine suitable for detecting the change related to the system power supply.
15. (Currently Amended) A method of effecting power management of a graphics controller in an operating system comprising:
 - detecting a change in a system power supply;
 - notifying the graphics controller of the change;
 - receiving an indication of power reduction in the graphics controller, wherein the receiving the indication includes receiving a request from the graphics controller for a set of available clock frequencies;
 - providing the set of available clock frequencies to the graphics controller, and

adjusting through a voltage regulator a power supply voltage level supplied to the graphics controller in response to the receiving of the indication the power reduction in the graphics controller.

16. (Previously Presented) The method of claim 15 further comprising receiving a signal from the graphics controller to reduce brightness of a display.
17. (Previously Presented) The method of claim 16 further comprising reducing brightness of the display.
18. (Previously Presented) The method of claim 17 further comprising receiving a software routine suitable for notifying the graphics controller, wherein notifying the graphics controller comprises executing the software routine.
19. (Previously Presented) The method of claim 18 further comprising programming the set of available clock frequencies and storing the set of the available clock frequencies in a VGA BIOS ("Video Graphics Array Basic Input /Output System").
20. (Previously Presented) The method of claim 3 further comprising disabling a first portion of circuitry of the graphics controller.
21. (Previously Presented) The method of claim 20 wherein disabling the first portion of circuitry responsive to checking the state of the graphics controller.

22. (Previously Presented) The method of claim 21 further comprising enabling the first portion of circuitry of the graphics controller.
23. (Currently Amended) A graphics controller comprising:
a power supply input configured to receive power at a range of voltages from a voltage regulator;
a power supply control output to provide a trigger signal to the voltage regulator to change ~~[[the]]~~ a voltage level supplied to the graphics controller through the power supply input when a change indication related to a system power supply is detected;
a first clock output, and
a system power supply change input coupled to the first clock output and to the power supply control output to detect the change indication related to the system power supply.
24. (Previously Presented) The graphics controller of claim 23 further comprising a first clock control output.
25. (Currently Amended) The graphics controller of claim 24 further comprising a memory coupled to the first clock output.
26. (Currently Amended) The graphics controller of claim 24 further comprising a second clock output; and
a second clock control output.
27. (Currently Amended) The graphics controller of claim 26 further comprising a memory coupled to the first clock output.

28. (Previously Presented) The graphics controller of claim 27 wherein:
the memory is integrated with other portions of the graphics controller on a single substrate.
29. (Previously Presented) The graphics controller of claim 27, wherein
the voltage regulator is coupled to the power supply input and the power supply control output to provide the voltage to the graphics controller based on the trigger signal from the graphics controller.
30. (Previously Presented) The graphics controller of claim 29 wherein
the voltage regulator is integrated with other portions of the graphics controller on a single substrate.
31. (Previously Presented) The graphics controller of claim 30 further comprising
a VGA BIOS.
32. (Previously Presented) The graphics controller of claim 26 further comprising
a brightness output configured to signal to a system that a reduction in brightness of a display is appropriate.
33. (Previously Presented) The graphics controller of claim 32 wherein
the brightness output is suitable for coupling directly to a video control chipset.
34. (Currently Amended) The graphics controller of claim 32 further comprising

a 2D engine;
a 3D engine;
a CLUT coupled to the 3D engine and coupled to the 2D engine;
a system interface including the system power supply input;
a video interface including the second clock output and the second clock control output;
a power control interface including the power supply input and the power supply control output;
a memory control interface including the first clock output; and
a control unit coupled to the system interface, the CLUT, the video interface, the power control interface, the memory control interface, the 2D engine and the 3D engine.

35. (Currently Amended) A graphics controller comprising:

a power supply input configured to receive power at a range of voltage levels from a power regulator;
a power supply control output to provide a trigger signal to the power regulator to change a voltage level supplied to the graphics controller when a change indication related to a system power supply is detected;
a first clock output;
a system power supply change input;
a first clock control output;
a second clock output;
a second clock control output;
a brightness output configured to signal to a system that a reduction in brightness of a display is appropriate;
a 2D engine;

a 3D engine;
a CLUT coupled to the 3D engine and coupled to the 2D engine;
a system interface including the system power supply input;
a video interface including the second clock output and the second clock control output;
a power control interface including the power supply input and the power supply control output;
a memory control interface including the first clock output; and
a control unit coupled to the system interface, the CLUT, the video interface, the power control interface, the memory control interface, the 2D engine and the 3D engine.

36. (Currently Amended) A method of managing power in a graphics controller, comprising
receiving a change indication related to a system power supply;
reducing a rate of a first clock;
reducing a graphics controller power supply voltage level through a voltage regulator
after the change indication is received;

signaling a BIOS with an indication of a change related to the system power supply,
wherein the signaling the BIOS includes requesting for a set of one or more available clock rates
stored in the BIOS;

receiving a set of one or more available clock rates;
checking a state of the graphics controller;
choosing a desired clock rate from the set of available clock rates;
adjusting a second clock to conform to the desired clock rate;
disabling a first portion of circuitry responsive to checking the state of the
graphics controller.